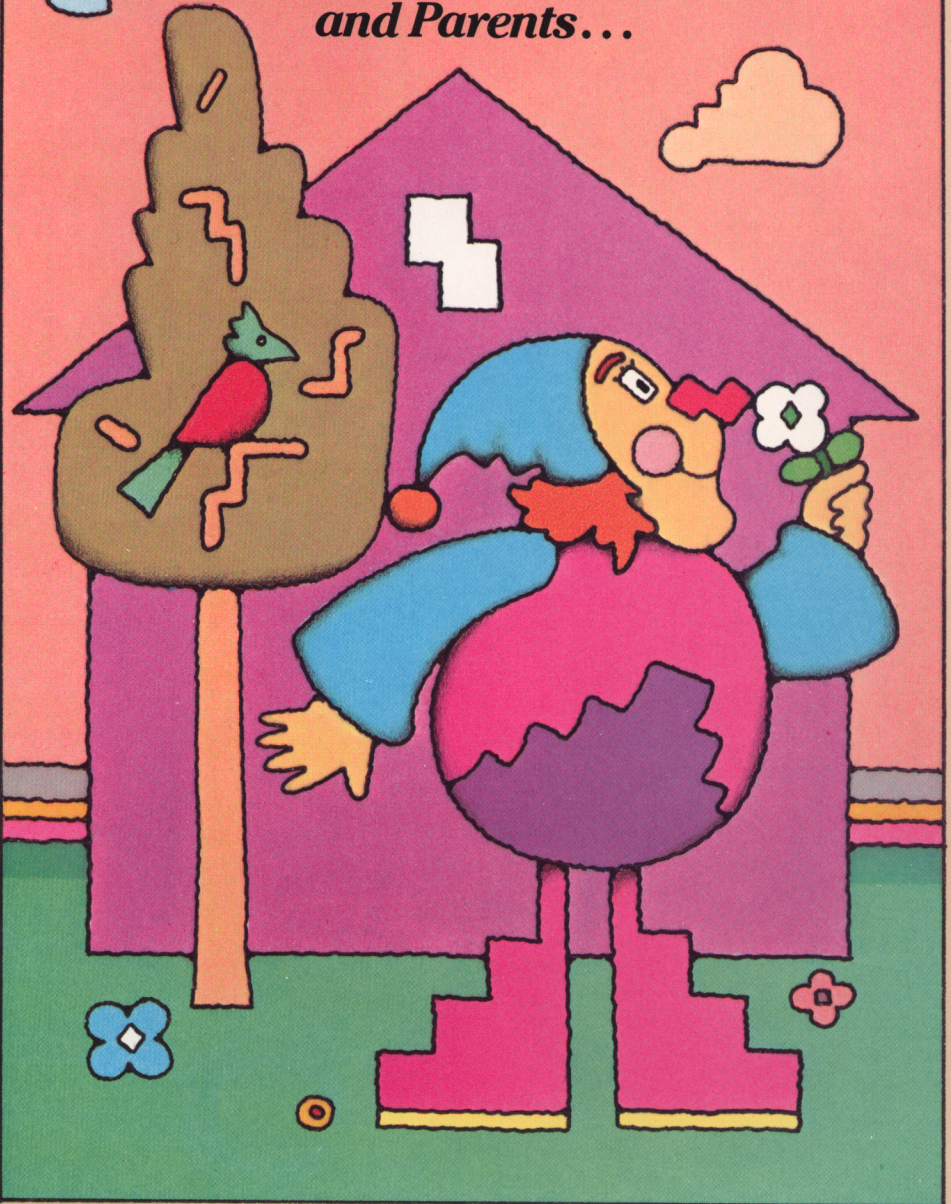


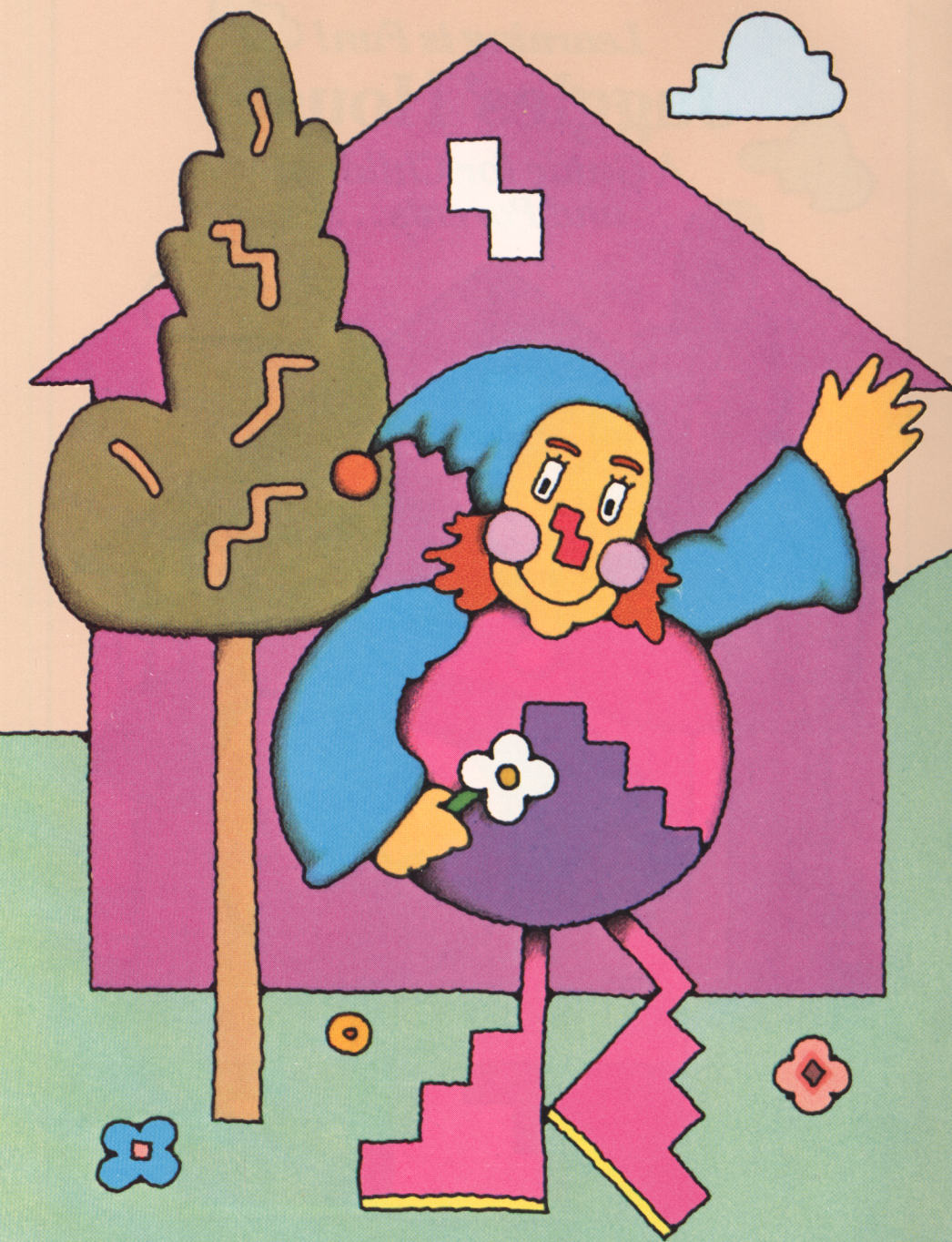
Learning is Fun!



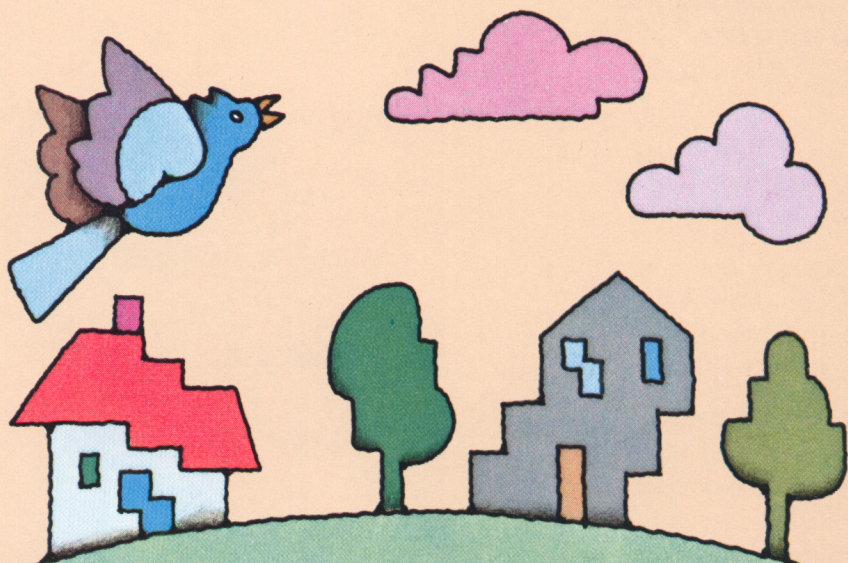
Juggles' House™


*A Guide for Children
and Parents...*





Program developed for ATARI® Home Computers
by The Learning Company.



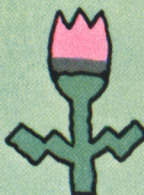

 Welcome to Juggles' House™. With this program, your pre-school child can have a colorful new type of learning experience. Juggles' House is brightly animated with learning games designed to teach your child the concepts of inside, outside, upper and lower—important ideas for children preparing to read. It's also an ideal way to introduce your child to the world of computers.

Throughout the program your child is allowed to explore, review, and play with the ideas presented. He or she can learn with or without some helpful picture clues, at a comfortable speed, and with or without the blue keyboard overlays contained in your Juggles' House package.



This manual provides:

- ◆ Instructions for loading the Juggles' House program into your ATARI® Home Computer.
- ◆ A guide to the learning games. You can read it over to see how the program works and then demonstrate it for your child.
- ◆ Suggestions for other activities you and your child can enjoy together with Juggles' House.



Ruffino

Loading the Juggles' House Cassette

To load the Juggles' House program from the cassette tape into your ATARI Home Computer:

1. Make sure that your ATARI Home Computer is turned off. Check the cartridge slot or slots and make sure that they're empty.
2. Insert the Juggles' House cassette into your program recorder. Close the door on the program recorder and rewind the tape to its beginning.
3. Turn your television on.
4. Turn your computer on while holding down the START key on the computer. You'll hear a "beep" sound.
5. Press PLAY on the program recorder, then press the RETURN key on the computer.

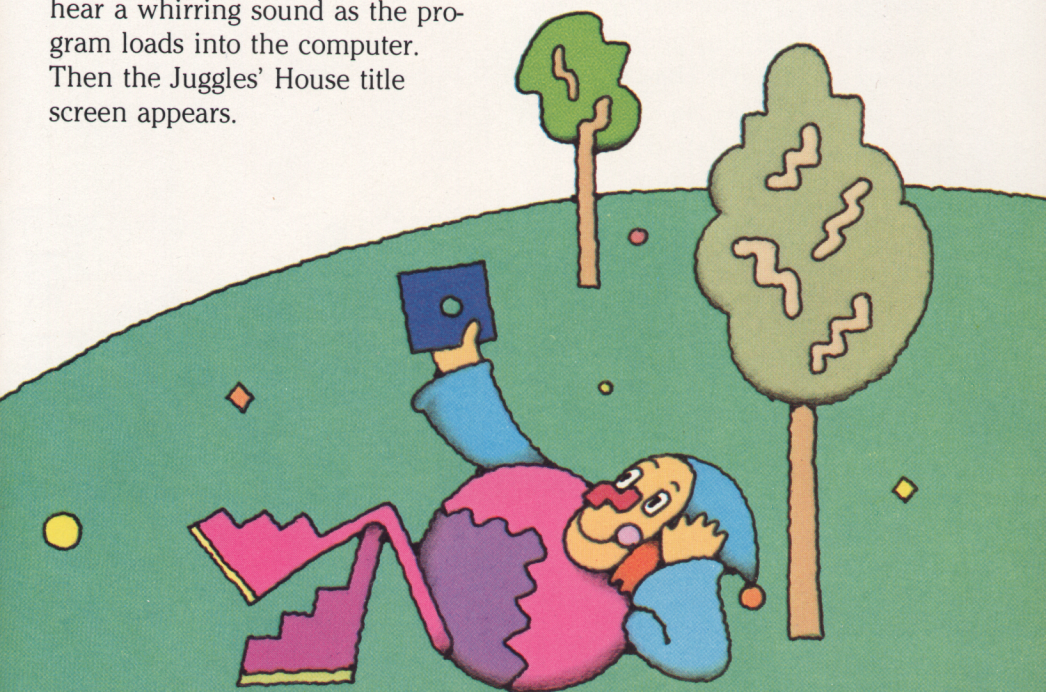
The tape starts turning as the Juggles' House program loads into the computer. When it finishes loading, the Juggles' House title screen appears on your TV. Please note that if you press the SYSTEM RESET key, the cassette program must be reloaded.



Loading the Juggles' House Diskette

To load the Juggles' House program from the diskette into your ATARI Home Computer:

1. Turn the computer off by pressing the switch on the right side of the computer console.
2. Turn on your ATARI 810™ Disk Drive. When the BUSY light goes out on the disk drive, open the disk drive door by pressing the button to the left of the ATARI 810 label.
3. Turn your television on.
4. Insert the Juggles' House Diskette in the disk drive. Close the disk drive door and then switch your computer on. You'll hear a whirring sound as the program loads into the computer. Then the Juggles' House title screen appears.



The Picture Menu

When Juggles' House is loaded into your computer, the Juggles' House Picture Menu appears on your screen. There are three options to choose from: (1) Juggles, (2) the House, and (3) the Toyshef. The last two are the learning games. The Juggles option lets you choose how you would like to go through the games.

Juggles

When you press the 1 key, you're shown a screen with a list of choices. The Picture Clues are ON. During each learning game, the computer asks your child to press a key in a certain location on the computer keyboard. As long as the Picture Clues are ON, the computer outlines where your child should press a key. Unless your child can read already, you should start out by using the Picture Clues. Then later on, when your child becomes familiar with the program, they can be turned off. To switch the Picture Clues OFF, simply press the 1 key.

Select the speed at which you would like to go through the games by pressing the 2 key. Unless you choose a different speed, it will stay at MEDIUM.

Now press the 3 key to return to the Picture Menu.

Here are a few keys with special functions for your Juggles' House program:

OPTION—Takes you back to the Picture Menu.

SPACE BAR—Always takes you on to the next part of a learning game. If pressed during the "playground" part at the end of a game, it returns you to the beginning.

If pressed, these keys will not respond:

SHIFT
CTRL
BREAK





Juggles' House

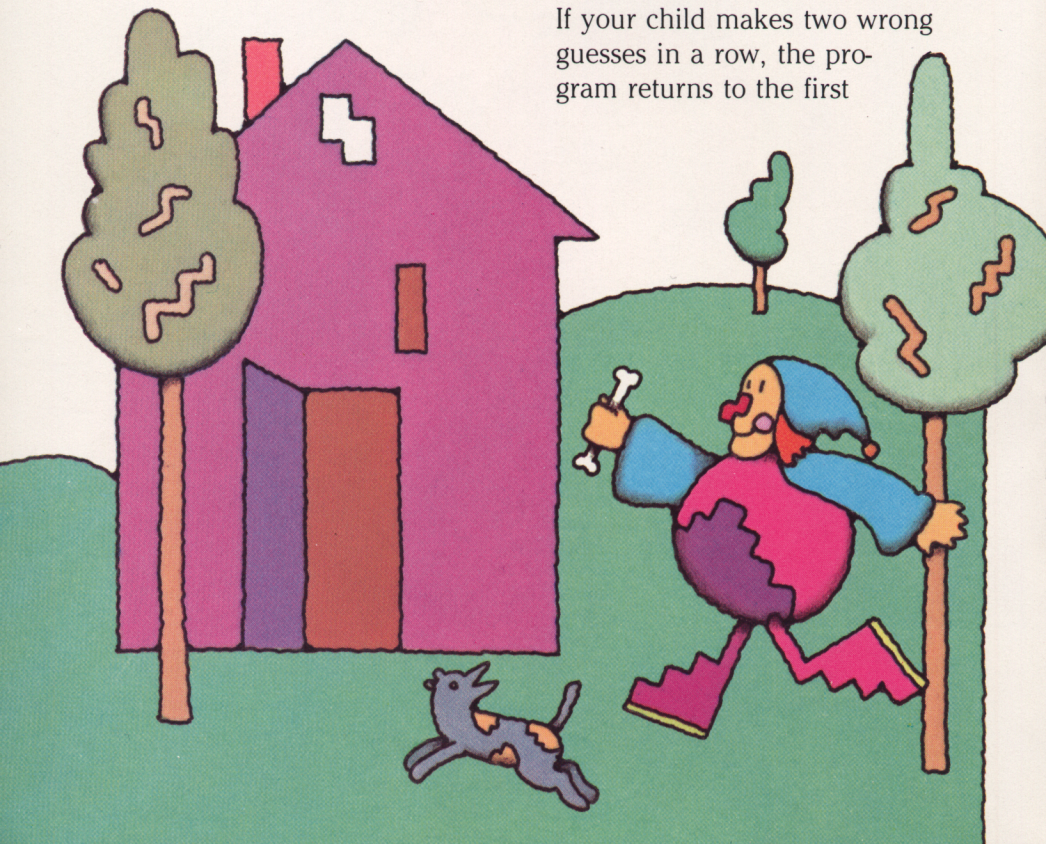
Juggles' House presents the ideas of *inside* and *outside*. For the first part of this learning game, the windowlike blue keyboard overlay contained in your Juggles' House package should be placed over your computer keyboard as shown.



The first part of the House learning game allows your child to explore by pressing any key. The computer responds with either "THAT WAS INSIDE" or "THAT WAS OUTSIDE." Colored boxes appear on the screen to show where your child has pressed a key.

After five keys have been pressed, the program moves to the next part of the game, which asks your child to follow directions.

Again, colored boxes appear on the screen either inside or outside the blue border. If your child responds to the directions incorrectly, the computer displays a statement such as "THAT WAS OUTSIDE; NOW PRESS INSIDE." If your child makes two wrong guesses in a row, the program returns to the first



part, where your child can explore, pressing any keys.

When your child follows directions and presses five keys correctly, the program moves to the next explore-and-review section of the learning game.

This is similar to the first explore-and-review part of the game, except that now your child is shown a different kind of shape. The computer asks your child to press ten keys. Use the same blue keyboard overlay as before.

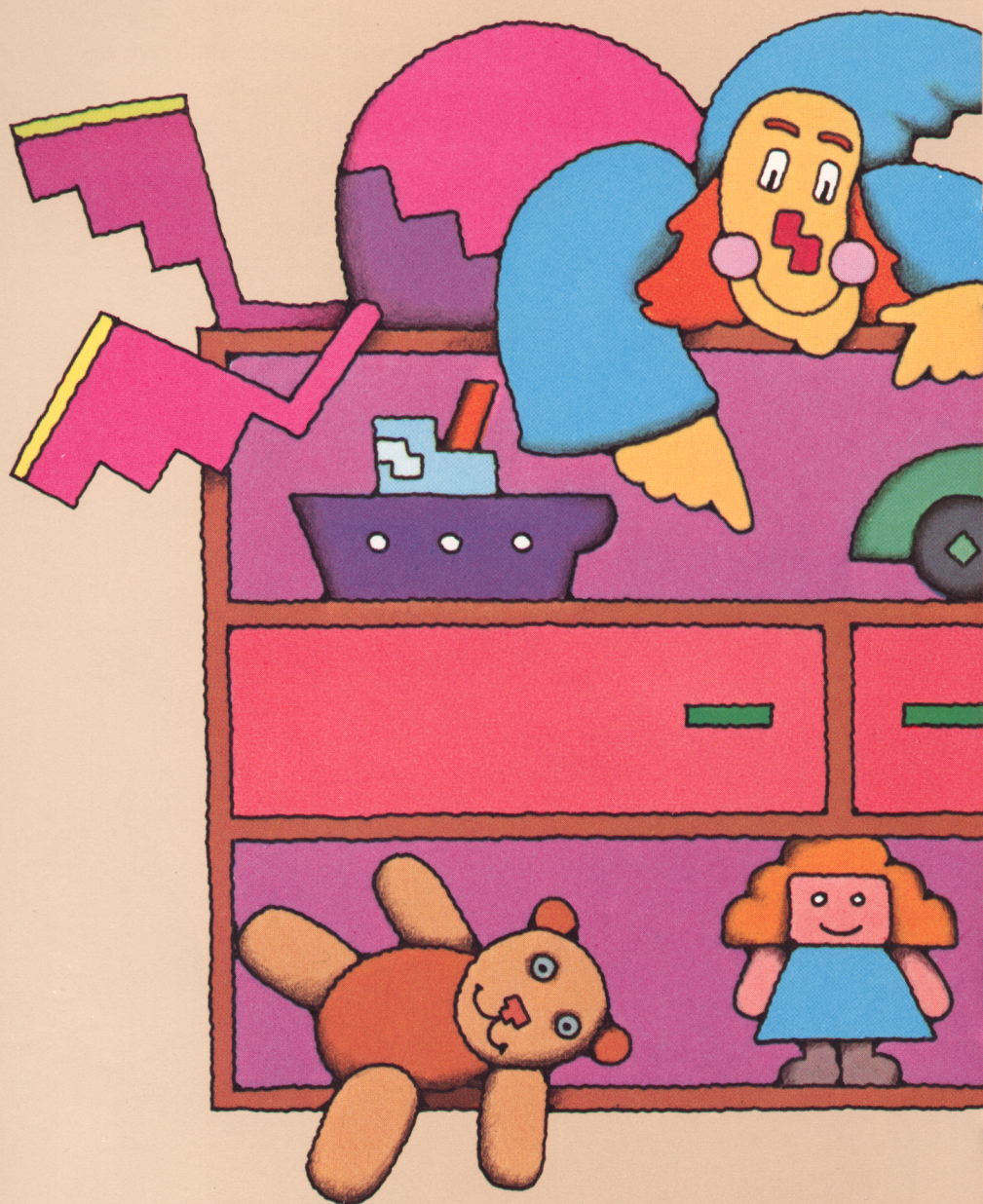
Finally, your child enters the "playground" part of the program. Pressing keys *inside* will cause furniture to appear in the different

rooms inside the house. Pressing keys *outside* will complete the scene outside the house.

After ten keys have been pressed and all the objects have appeared inside or outside the house, additional key presses will cause smoke to come out of the chimney, the birds to fly, and the dog's tail to wag. Try pointing these events out to your child. You can also ask him or her whether they happen inside or outside the house.

Remember, you can press the dark/yellow OPTION key to go back to the Picture Menu.





Juggles' Toyshelf

Juggles' Toyshelf presents the concepts of *upper* and *lower*. Before beginning this learning game, place the solid blue overlay on your computer keyboard as shown.



Juggles' Toyshelf works just like Juggles' House. First your child presses any ten keys to explore; then he or she is asked to follow directions. The second explore-and-review part of the game shows a piece of lined paper, much like that used in kindergarten classes, and your child explores and follows directions again.

When your child reaches the "playground" part of the Toyshelf game, he or she puts toys on the toyshelves, either on the upper or lower shelf. When all the toys have been placed on the shelf, they rotate around the upper and lower shelves, depending on where your child presses a key. He or she can match the toys on the upper and lower shelves, and name each one. Or perhaps your child has similar toys at home that you can talk about together.



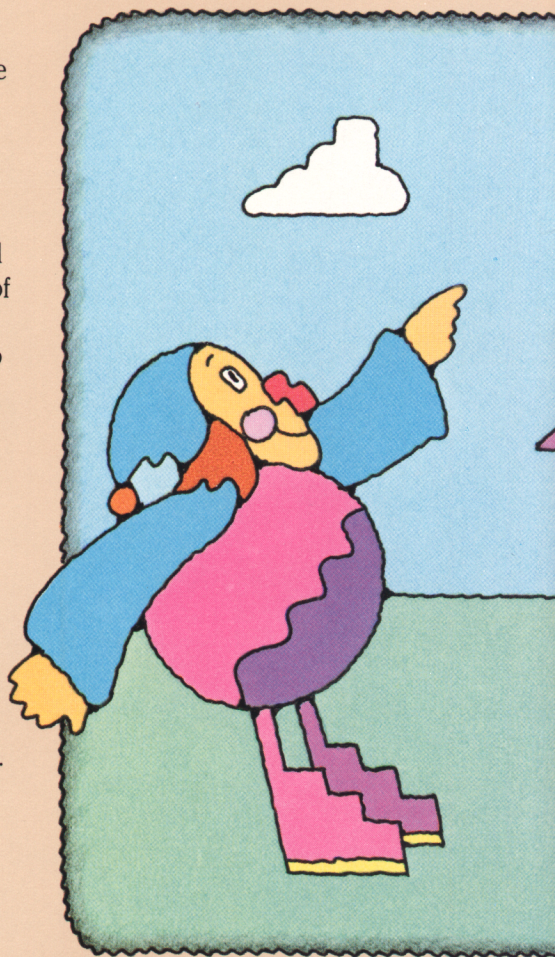
Other Activities

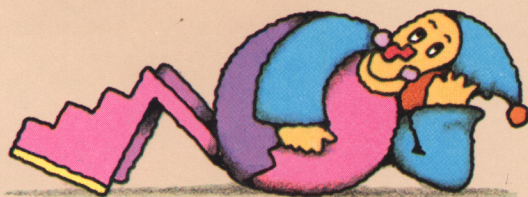
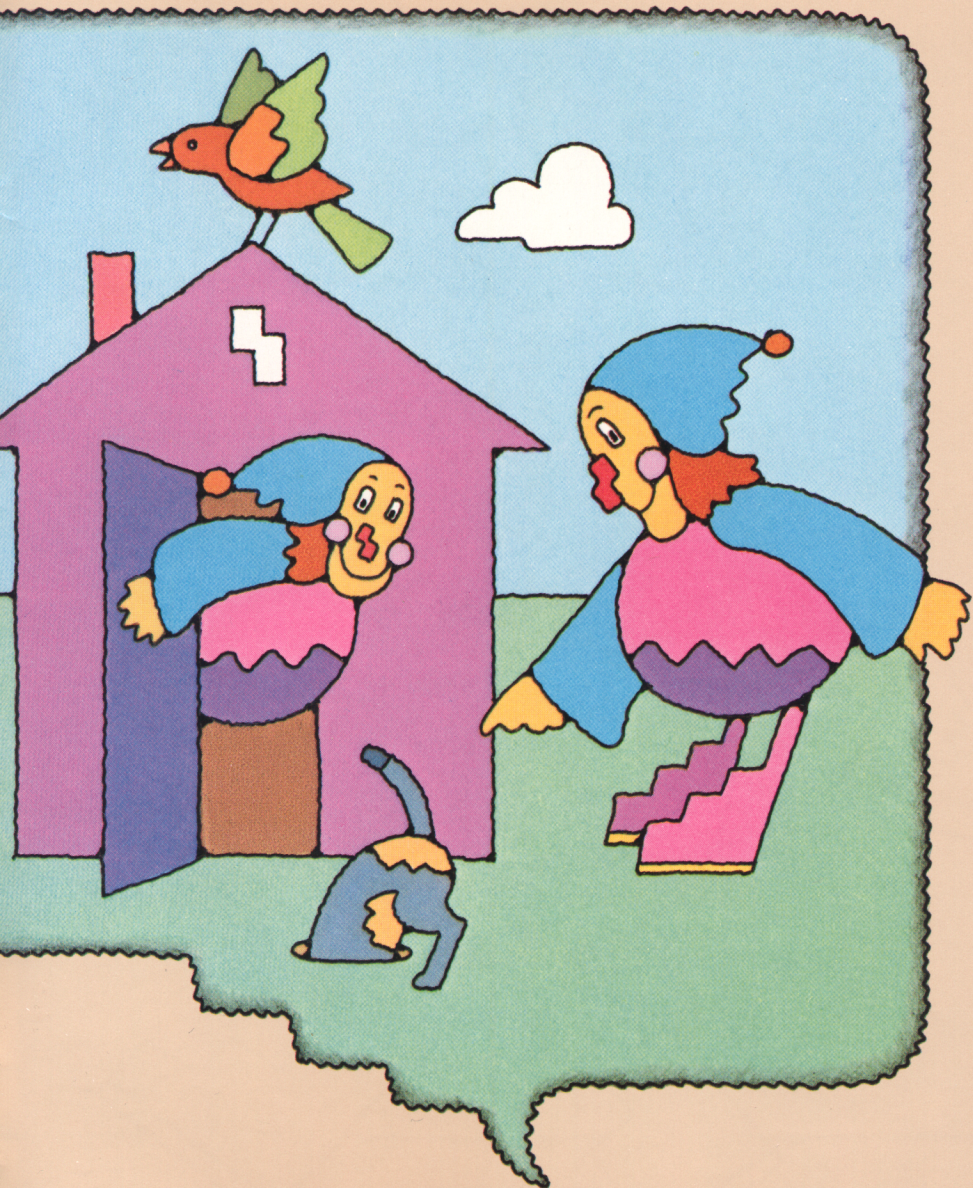
Your child can have fun while learning and exploring with Juggles' House. Here are a few other activities you might want to try.

You can talk about objects in and around your home as examples of inside, outside, upper and lower. This will help your child begin to learn the names of different objects while reinforcing the ideas presented in Juggles' House.

Pointing to the directions at the bottom of the screen will help your child learn to follow a line of print.

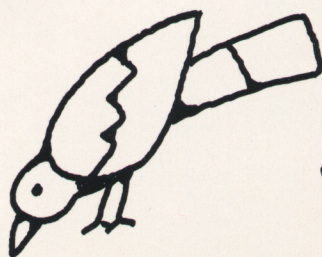
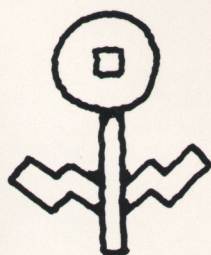
Your child can name the colors on the screen, count the shapes or objects shown, and make up stories about what he or she sees.

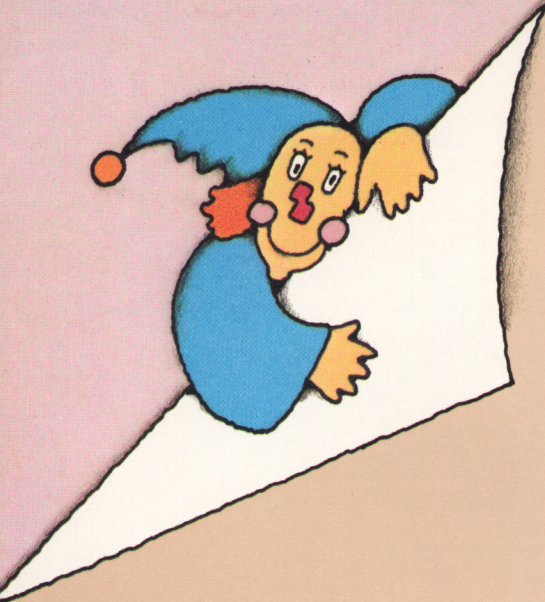





Here's a Juggles' House
picture you can color
and keep for your
very own!







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